

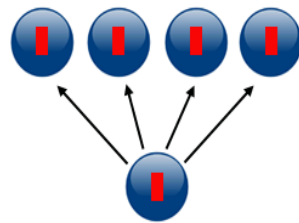
# Exercise sheet – MPI

Simon Scheidegger  
simon.scheidegger@gmail.com  
Sept 20<sup>th</sup>, 2018  
Cowles Foundation – Yale

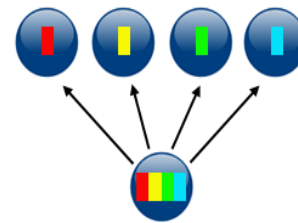
Supplementary material for the exercises is provided in  
[YaleParallel2018/day3/code/MPI/supplementary\\_material\\_mpi](https://YaleParallel2018/day3/code/MPI/supplementary_material_mpi)

Including adapted teaching material from of G. Hager & G. Wellein,  
B. Barney and the Swiss Supercomputing Centre (CSCS)

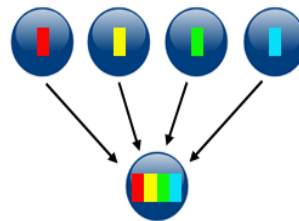
# Reminder – collective communication



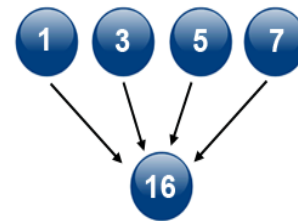
broadcast



scatter



gather



reduction

# 1. MPI exercise – Bcast

- Have a look at the code:

YaleParallel2018/day3/code/MPI/supplementary\_material\_mpi/broadcast.f90 or  
broadcast.cpp

- write a makefile to compile the code.
- hard code a value (any double precision value), and broadcast the value of rank 0 to all Ranks.
- submit the job via slurm.

## 2. MPI exercise – Allreduce

- Have a look at the code:

YaleParallel2018/day3/code/MPI/supplementary\_material\_mpi/allreduce.f90  
or allreduce.cpp

- write a makefile to compile the code.
- calculate the sum of all ranks.
- submit the job via slurm.

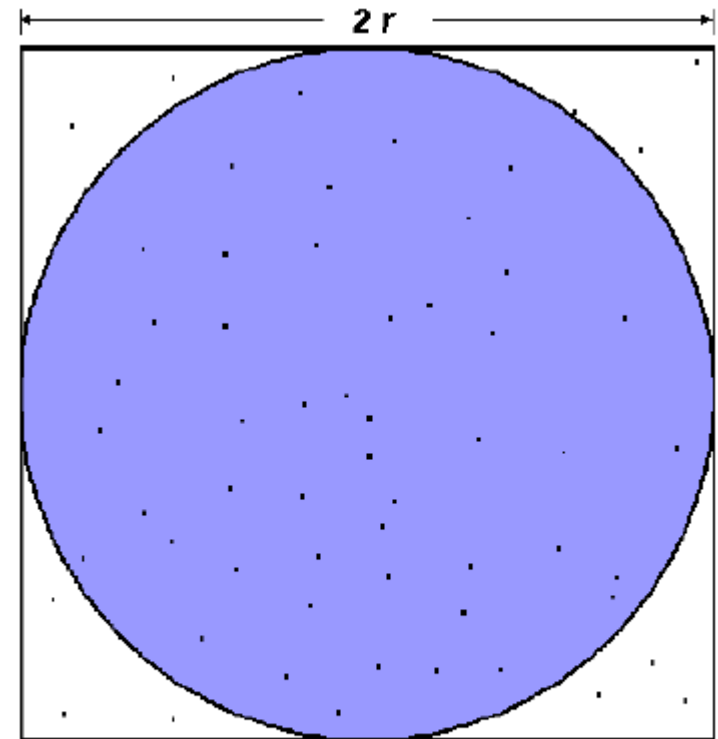
# 3. MPI exercise – Scatter

- Have a look at the code:  
YaleParallel2018/day3/code/MPI/supplementary\_material\_mpi/scatter.f90  
or scatter.cpp
- write a makefile to compile the code.
- scatter the value of *senddata* of rank 0 to *receivedata* of all ranks.
- submit the job via slurm.

## 4. MPI Exercise (I)

Revisit the following method of approximating PI:

1. Inscribe a circle in a square.
2. Randomly generate points in the square.
3. Determine the number of points in the square that are also in the circle.
4. approximate PI.



$$A_S = (2r)^2 = 4r^2$$

$$A_C = \pi r^2$$

$$\pi = 4 \times \frac{A_C}{A_S}$$

# 4. MPI exercise (II)

Serial pseudo code for this procedure:

```
npoints = 10000
circle_count = 0

do j = 1, npoints
  generate 2 random numbers between 0 and 1
  xcoordinate = random1
  ycoordinate = random2
  if (xcoordinate, ycoordinate) inside circle
    then circle_count = circle_count + 1
  end do
end do

PI = 4.0*circle_count/npoints
```

→ "embarrassingly parallel" solution:

- Break the loop iterations into chunks that can be executed by different tasks simultaneously.
- Each task executes its portion of the loop a number of times.
- Each task can do its work without requiring any information from the other tasks (there are no data dependencies).
- Master task receives results from other tasks using send/receive point-to-point operations.

→ **red: highlights changes for parallelism.**

→ Try to implement this example (probably using a reduction clause).

```
npoints = 10000
circle_count = 0

p = number of tasks
num = npoints/p

find out if I am MASTER or WORKER

do j = 1, num
  generate 2 random numbers between 0 and 1
  xcoordinate = random1
  ycoordinate = random2
  if (xcoordinate, ycoordinate) inside circle
    then circle_count = circle_count + 1
  end do

  if I am MASTER
    receive from WORKERS their circle_counts
    compute PI (use MASTER and WORKER calculations)
  else if I am WORKER
    send to MASTER circle_count
  endif
end do
```

## 5. Discrete State DP

- **Check the speed-up** for combinations of MPI processes and a variety of **the discretization level** on one node of **GRACE** (use slurm).
- Generate Speed up graphs (normalize to the 1 MPI process (=1 CPU) result).
- Ensure that the serial and parallel return the same results.